

After all players have mastered how to thump a Thingdoodle, make sure the Thingdoodles are randomly placed around the playing surface.

Pass the spinner to the youngest player who will go first.

Play:

All players place their mallets on the table.

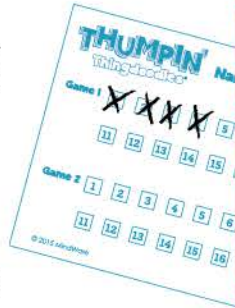
Spin the spinner for all to see where the arrow lands.

As soon as the spinner stops, all players pick up their mallets and start thumpin' the correct color or type of Thingdoodle.

Once all the correct Thingdoodles are thumped, each player counts the number of correct Thingdoodles wrapped around his or her mallet and crosses off that number of boxes on their score pad.

Note: If a Thingdoodle is thumped but gets away from a player's mallet, the Thingdoodle is out of play.

After all players have recorded their scores, the spinner is passed counterclockwise to the next player for the next round to begin.



Win:

The first player to collect 20 or more Thingdoodles **WINS!**

If more than one player collects 20 or more Thingdoodles at the end of a round, those players participate in a **thump off.

To start the thump off, participating players place their mallets on the table. All Thingdoodles are placed randomly on the playing surface. The youngest player says **“Thump off! Ready, set, go!”**

All participating players pick up their mallets and race to thump as many Thingdoodles as possible. The player with the most Thingdoodles on their mallet once all Thingdoodles have been collected is the winner.



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THUMPIN' Thingdoodles®

A fast-thinkin' doodle-thumpin' game!

Rules

2 to 4 Players

Ages 4+

Contents:

- 4 Foam Mallets
- 12 Thingdoodles
- Spinner
- Score Pad
- Rules



Objective:

Be the first player to correctly “thump” and collect 20 **Thingdoodles** to win the game!

Set-Up:

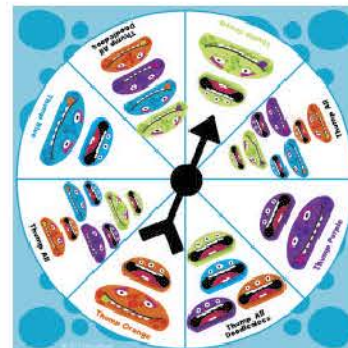
You will need a pencil for each player to keep score.

Take a moment to meet the two types of Thingdoodles:



Both types of Thingdoodles come in 4 colors: **blue, orange, green** and **purple**. Make sure all players can correctly identify these colors and tell the difference between **Doodledees** and **Doodledeos**.

Take a moment to familiarize all players with the spinner.



This section represents EVERY Thingdoodle in ANY color

This section represents ANY Thingdoodle that is PURPLE	This section represents ANY Thingdoodle that is GREEN	This section represents ANY Thingdoodle that is BLUE	This section represents ANY Thingdoodle that is ORANGE
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This section represents ONLY **Doodledees** in ANY color

This section represents ONLY **Doodledeos** in ANY color

Each player chooses a mallet and takes a score sheet. Place all Thingdoodles face up on a flat, hard surface within reach of all players. Practice hitting a Thingdoodle with your mallet. Notice how the Thingdoodle magically wraps around your mallet once it is hit. **Hint:** try to hit the Thingdoodle in the center.